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Relevance scale ☐ ☐ ☐ ☐ ☐1 [Adaptive Hindi OCR using generalized Hausdorff image comparison](#)

Huanfeng Ma, David Doermann

September 2003 **ACM Transactions on Asian Language Information Processing (TALIP)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available:  pdf(280.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present an adaptive Hindi OCR implemented as part of a rapidly retargetable language tool effort. The system includes: script identification, character segmentation, training sample creation, and character recognition. In script identification, Hindi words are identified from bilingual or multilingual documents based on features of the Devanagari script or using Support Vector Machines. Identified words are then segmented into individual characters in the next step, where the composite charac ...

Keywords: Optical character recognition (OCR), document processing, generalized Hausdorff image comparison, script identification

2 [Interaction techniques: Information-rich virtual environments: theory, tools, and research agenda](#)

Doug A. Bowman, Chris North, Jian Chen, Nicholas F. Polys, Pardha S. Pyla, Umur Yilmaz
October 2003 **Proceedings of the ACM symposium on Virtual reality software and technology**

Publisher: ACM Press

Full text available:  pdf(519.82 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Virtual environments (VEs) allow users to experience and interact with a rich sensory environment, but most virtual worlds contain only sensory information similar to that which we experience in the physical world. *Information-rich* virtual environments (IRVEs) combine the power of VEs and information visualization, augmenting VEs with additional abstract information such as text, numbers, or graphs. IRVEs can be useful in many contexts, such as education, medicine, or construction. In our ...

Keywords: information visualization, information-rich virtual environments

3 [Digital libraries and cyberinfrastructure track: creating information representations for the humanities \(part 2\): E-library of medieval chant manuscript transcriptions](#)


Louis W. G. Barton, John A. Caldwell, Peter G. Jeavons

June 2005 **Proceedings of the 5th ACM/IEEE-CS joint conference on Digital libraries**

Publisher: ACM Press

Full text available:

Additional Information:

 pdf(668.36 KB)

[full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present our rationale and design principles for a *distributed e-library* of medieval chant manuscript transcriptions. We describe the great variety in *neumatic* notations, in order to motivate a standardised data representation that is *lossless* and universal with respect to these musical artefacts. We present some details of the data representation and an XML Schema for describing and delivering transcriptions via the Web. We argue against proposed data format ...

Keywords: XML, chant, comparison, data representation, digital libraries, medieval manuscripts, musical notation, search, transcription


4 [Dynamic 3D maps as visual interfaces for spatio-temporal data](#)



Jürgen Döllner, Oliver Kersting

November 2000 **Proceedings of the 8th ACM international symposium on Advances in geographic information systems**

Publisher: ACM Press

Full text available:  pdf(888.10 KB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

Dynamic 3D maps represent visual interfaces used to present and explore spatial and spatio-temporal data. They provide powerful design capabilities for map contents compared to current map toolkits and general-purpose 3D graphics systems. The underlying object model introduces abstract building blocks which are configured for individual animated, interactive 3D maps. These building blocks do not only include visual primitives but also structural and behavioral primitives: Structural primitive ...

Keywords: animated cartography, geographic visualization, information visualization, interactive mapping, interface design


5 [Design: the what of XFR: eXperiments in the future of reading](#)



Steve Harrison, Scott Minneman, Maribeth Back, Anne Balsamo, Mark Chow, Rich Gold, Matt Gorbet, Dale Mac Donald

May 2001 **interactions**, Volume 8 Issue 3

Publisher: ACM Press

Full text available:  pdf(565.86 KB)  html(41.40 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)

6 [User interfaces: Interactive 3D visualization of vector data in GIS](#)



Oliver Kersting, Jürgen Döllner

November 2002 **Proceedings of the 10th ACM international symposium on Advances in geographic information systems**

Publisher: ACM Press

Full text available:  pdf(3.64 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Vector data represents one major category of data managed by GIS. This paper presents a new technique for vector-data display that is able to precisely and efficiently map vector data on 3D objects such as digital terrain models. The technique allows the system to adapt the visual mapping to the context and user needs and enables users to interactively modify vector data through the visual representation. It represents a basic mechanism for GIS interface technology and facilitates the developmen ...

Keywords: 3D GIS, animated cartography, geographic visualization, vector data

7 [Narratives and Literary Hypertext: Reading and writing fluid Hypertext Narratives](#)



Polle T. Zellweger, Anne Manger, Paula Newman

June 2002 **Proceedings of the thirteenth ACM conference on Hypertext and**

hypermedia**Publisher:** ACM Press

Full text available: pdf(417.30 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

We describe a new way to present and author hypertext narratives. The Fluid Reader constructs a unified interactive text from the content of multiple nodes and allows a reader to explore alternative paths within it. The Fluid Reader has been available as a hands-on museum exhibit for nearly a year to date, where it has been enjoyed by readers of all ages. Its success has prompted further interest and development in Fluid hypertexts. We have designed and implemented an authoring tool called the F ...

Keywords: authoring, fluid documents, fluid hypertext, fluid reader, fluid writer, hypertext narrative, stretchtext, treetable, visualization

8 [Linking and messaging from real paper in the Paper PDA](#)

Jeremy M. Heiner, Scott E. Hudson, Kenichiro Tanaka

November 1999 **Proceedings of the 12th annual ACM symposium on User interface software and technology****Publisher:** ACM Press

Full text available: pdf(344.36 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

It is well known that paper is a very fluid, natural, and easy to use medium for manipulating some kinds of information. It is familiar, portable, flexible, inexpensive, and offers good readability properties. Paper also has well known limitations when compared with electronic media. Work in hybrid paper electronic interfaces seeks to bring electronic capabilities to real paper in order to obtain the best properties of each. This paper describes a hybrid paper electronic system — the ...

Keywords: augmented reality, hybrid paper electronic interfaces, hyperlinking, interaction on paper, interaction techniques

9 [Localization of web content](#)

Daniel Brandon

December 2001 **Journal of Computing Sciences in Colleges**, Volume 17 Issue 2**Publisher:** Consortium for Computing Sciences in Colleges

Full text available: pdf(266.53 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

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1 [Motions & transformations: Fast swept volume approximation of complex polyhedral models](#)



Young J. Kim, Gokul Varadhan, Ming C. Lin, Dinesh Manocha

 June 2003 **Proceedings of the eighth ACM symposium on Solid modeling and applications**

Publisher: ACM Press

 Full text available: pdf(3.66 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present an efficient algorithm to approximate the swept volume (SV) of a complex polyhedron along a given trajectory. Given the boundary description of the polyhedron and a path specified as a parametric curve, our algorithm enumerates a superset of the boundary surfaces of SV. It consists of ruled and developable surface primitives, and the SV corresponds to the *outer boundary* of their arrangement. We approximate this boundary by using a five-stage pipeline. This includes computing a ...

Keywords: distance fields, implicit modeling, swept volume

2 [Poster Session: Interactive sculpturing and visualization of unbounded voxel volumes](#)



Ralf Böonning, Heinrich Müller

 June 2002 **Proceedings of the seventh ACM symposium on Solid modeling and applications**

Publisher: ACM Press

 Full text available: pdf(257.13 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A difficulty of voxel-based sculpturing and modeling is the limitation of the design space by the fixed boundaries of the voxel volume. We present the concept of an infinite voxelized virtual modeling space. A finite shape located in the virtual modeling space is embedded in a voxel window which is enlarged if required by the spatial development of the shape. In order to cope with highly resolved or large shapes, the voxel windows are stored in a virtual voxel memory which implements a paging mechanism ...

Keywords: adaptive surface extraction, computer-aided sculpturing, external memory data structures, volume modeling

3 [A framework for geometric warps and deformations](#)




Tim Milliron, Robert J. Jensen, Ronen Barzel, Adam Finkelstein

 January 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 1

Publisher: ACM Press

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index](#)

Full text available:  [pdf\(3.20 MB\)](#)[terms](#)

We present a framework for geometric warps and deformations. The framework provides a conceptual and mathematical foundation for analyzing known warps and for developing new warps, and serves as a common base for many warps and deformations. Our framework is composed of two components: a generic modular algorithm for warps and deformations; and a concise, geometrically meaningful formula that describes how warps are evaluated. Together, these two elements comprise a complete framework useful for ...

Keywords: Deformation, warp


4 [GRAP—a language for typesetting graphs](#)



Jon L. Bentley, Brian W. Kernighan

August 1986 **Communications of the ACM**, Volume 29 Issue 8

Publisher: ACM Press

Full text available:  [pdf\(952.60 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The authors describe a system that makes it easy and convenient to describe graphs and to include them as an integral part of the document formatting process.

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